CURRICULUM VITAE

ARIANNA BOLDI

UNIVERSITY OF TORINO (ITALY)

1. PERSONAL DATA

Name:	Arianna
Surname:	Boldi
Date of birth:	Rome (RM), 12 December 1987
Citizenship:	Italian
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2. ABSTRACT

At present, I am completing a Ph.D. Program in Work and Organizational Psychology at the University of Turin (Italy). I study how technology affects the context of work and how workers perceive, use, and interact with technological artifacts. As part of my research activities in Cognitive Ergonomics and Human-Computer Interaction (HCI), I study how video games can be applied in "serious" contexts: one the one side, I study how behaviors enacted in virtual worlds may be representative of the mental, social, and organizational life of the individual; on the other side, I investigate whether and under what conditions video games can be employed for mental health. I am also interested in exploring the relationship between users and the self-tracking technologies, as well as to understand the psychological dynamics and the mechanisms which regulate the change in people's behavior. As a Psychologist, I have been also studying the conversational dynamics occurring among individuals and chatbots.

3. CURRENT POSITION

From 1/11/19 I am a **Ph.D. Student** at the Department of **Psychology**, University of Torino (four-year program). Name of the course: Psychological, Anthropological and Educational Sciences (SPAE), disciplinary field M-PSI-06 (Work and Organizational Psychology). I am now enrolled in the fourth (and final) year of the course.

4. QUALIFICATIONS

November 2014: **Post-graduate course,** Training and Organisational Consulting, *L'arcipelago del Formatore – Consulente,* ISMO S.r.l.

11/03/2013: **Master's degree,** Clinical and Community Psychology, magna cum laude (110 Lode), University of Torino (Classe Laurea LM-51, Lauree magistrali in psicologia).

26/10/2010: **Bachelor's degree,** Neuropsychology, magna cum laude (110 Lode), University of Torino.

July 2006: **High School Diploma specializing in classical studies,** High School "Vincenzo Gioberti", Torino.

5. RESEARCH EXPERIENCE

5.1 ABROAD

12 September 2022 – 12 May 2023: Visiting scholar. Invitation to conduct joint research on the field. Eindhoven University of Technology, TU/e (The Netherlands). Supervisor: Prof. Max V. Birk. Department of Industrial Design and Systemic Change. 5612 AZ Eindhoven, NL.

11-17 October 2020: Visiting scholar. Invitation to conduct joint research on the field. University of Lausanne, UNIL (Switzerland). Supervisor: Prof. Mauro Cherubini. Département des Systèmes d'Information (ISI), Bâtiment Internef bureau 127.2, CH- 1015 Lausanne.

5.2 NATIONAL

November 2019-present: **Ph.D. student** – University of Torino, Department of Psychology. Supervisor: Prof. Maurizio Tirassa, Department of Psychology, Via Verdi 10 – 10124, Torino; Co-supervisor: Prof. Amon Rapp, Department of Computer Science, C.so Svizzera, 185 – 10149, Torino.

5.2 WORK EXPERIENCES CHARACTERIZED BY RESEARCH ACTIVITIES

July 2016 – October 2019: Research Psychologist, Wemole Srl, Via del Castro Pretorio 30, Roma.
Research area: Human Resource for Organisations
Role: Research Psychologist
Main research topics: study of the use of supervised and unsupervised learning Artificial Neural Networks for Human Resource Department and the improvement of business process.

6. SCIENTIFIC ACTIVITY

6.1 RESEARCH PROJECTS

6.1.1 National research projects

Studi e ricerche su sistemi conversazionali intelligenti - **Studies and research on intelligent conversational systems** (University of Torino, TIM S.p.A.)
The project aims to investigate how users interact with TIM's "Angie" chatbot and to identify new solutions to overcome difficulties in user-chatbot interaction.
Role: Participant of the activity "Human in the loop" studying how people interact with TIM's conversational system
Period: from 1-11-2019 to 31-7-2020

UX/UI & Artificial Intelligence for eXtended Reality (University of Torino, TIM S.p.A.)
Tematiche di ricerca: Studi su avatar e sistemi conversazionali nei videogame e mondi virtuali per definire linee guida di progettazione dell'interazione.
Role: Member of the research group
Period: 1/10/2022-31/10/2022.

escapeTOlearn (University of Torino)
The project aims to develop awareness of sustainable resource use through the enjoyment of Digital Escape Rooms that can be used as an educational tool.
Role: Evaluation (elaboration and analysis of questionnaires)
Period: from May 2022 to September 2023

6.2 RESEARCH GROUPS

6.2.1 International collaboration

"Stress in E-sports" with the Eindhoven University of Technology (Prof. Max V. Birk)
Research topics: research on stress in e-sports players
Role: researcher on the notion of stress as perceived by amateur and elite e-sports players of a First-Person Shooter video game
Period: from 1/07/2022 to present

"Games for Health" with the Eindhoven University of Technology (Prof. Max V. Birk)
Research topic: development of games for motivating people to study or change their behavior
Period: from April 2022 to present

"Behavior change" with the University of Lausanne (Prof. Mauro Cherubini) and the University of Applied Sciences and Arts Western Switzerland (Prof. Maurizio Caon).
Research topics: research on systems for behavior change
Role: researcher on the effect of persuasive technologies on the relationship mind-body

Period: from November 2019 to present

"Privacy Enhancing Tools/Technologies" with the University of Applied Sciences and Arts Western Switzerland (Prof. Maurizio Caon)
Research topic: evaluation of the User Experience of a platform designed for job seeking
Period: from May 2022 to present

6.2.2 Participation to international research groups

Member of the research group **"HCID LAB"** (Department of Industrial Design and Systemic Change, Eindhoven University of Technology) directed by Prof. Max V. Birk. The group research on how socio-technological systems can be developed and used to address societal challenges and its effects in the short and long term.

Member of the research group **"PErsuasiveTechnologyLAB"** (Department of Information Systems, HEC Lausanne, University of Lausanne) directed by Prof. Mauro Cherubini. The group research technology that can improve people's lives, helping people adopt healthy behaviours and getting rid of negative behaviours.

6.3 PARTICIPATION TO CONFERENCES

6.3.1 International Conference presentations

CHIPLAY 2023, The ACM conference Human Factors in Computing Systems (CHI) Stradford, Canada. Introduction at and conduction of the workshop.
EAWOP 2023, The 21st EAWOP Congress, European Association of Work and Organizational Psychology, 24-27 May 2023, Katowice, Poland. Oral Presentation.
CHI 2023, Conference on Human Factors in Computing Systems, 23-28 April 2023, Hamburg, Germany. Oral Presentation.
CSCW 2022, The 25th ACM Conference on Computer-Supported Cooperative Work and Social Computing. 8-22 November (held virtually). Virtual presentation at Doctoral Consortium.
CHIPLAY 2022, The ACM conference Human Factors in Computing Systems (CHI) Bremen, Germany. Presentation at Doctoral Consortium.
FDG 2022, The 17 International Conference on the Foundations of Digital Games, 5-8 September 2022, Athens, Greece. Presentation at Doctoral Consortium.
InPACT 2022, International Psychological Applications Conference and Trends, 23-25 April 2022, Funchal, Portugal. Virtual Presentation.
EDULEARN 2018, 10th International Conference on Education and New Learning Technologies, 2-4 July 2018, Palma de Mallorca, Spain. Virtual Presentation.
IFIP DSS 2018, 19th Open Conference of the IFIP WG 8.3 on Decision Support Systems, 13-15 June 2018, Ljubljana, Slovenia.
EDULEARN 2017, 9th International Conference on Education and New Learning Technologies, 3-5 July 2017, Barcelona, Spain. Poster presentation.
INTED 2018, 12th International Technology, Education and Development Conference, 5-7 March, 2018. Valencia, Spain.
ICTEL 2017, 20th International Conference on Teaching, Education & Learning, 26-27 July 2017, Barcelona, Spain. Poster presentation.
ICERI 2017, 10th annual International Conference of Education, Research and Innovation, 16-18 November 2017, Seville, Spain, Poster presentation.
MIRDEC, 28th International Academic Conference: Economics, Business and Contemporary Issues in Social Science, 27-29 November 2017, Lisbon, Portugal. Poster presentation.

6.3.2 National conference presentations

SIPCO 2023, XIV Convegno Nazionale Società Italiana Psicologia di Comunità (XIV Congress of the Italian Community Psychology Association), "Immaginare comunità eque, promuovere cambiamenti sostenibili", 21-23 September 2023, Aosta, Italy.
AIP 2022, XXX Congress of the Italian Psychology Association, 27-30 September 2022, Padova, Italy.
AISC 2021, 17th Annual Conference of the Italian Association for Cognitive Sciences, 13-15 December 2021, Noto, Italy.
LLC 2021, Centro di Logica, Linguaggio e Cognizione (Center of Logic, Language and Cognition), Turin, Italy. Poster presentation.

6.3.4 Presentations and talks to conferences on invitation abroad

15/06/2024, "The Role of Transparency in Self-Disclosure: Development of a Web Job Board to Explore Job Seekers' Privacy Behaviors". Invited speaker at the Digital Business Center, **School of Management of Fribourg (HES-SO), Fribourg, Switzerland.**

6.3.5 National presentations and talks to conferences on invitation

03/03/2023, "Il ruolo dei video giochi nell'età dello sviluppo. Suggerimenti per la ricerca nell'ambito". Invited speaker at **Semi di Melo – Centro per la Formazione e la Ricerca sull'Infanzia e l'Adolescenza, Milan, Italy** ("The role of videogames in the developmental age. Suggestions for research in the area", at Semi di Melo – Center for Education and Research on Childhood and Adolescence).

25/01/2023, "Il gioco è una cosa seria: potenzialità dei videogiochi nella ricerca, per il benessere, la diagnosi e la terapia di disordini psicologici ed il loro ruolo in contesti di isolamento sociale". Invited speaker at the **Science and High Technology Department – DISAT, University of Insubria**, Como, Italy. ("Gaming is serious thing: unveiling the potential of video games in research, for wellness, diagnosis and treatment of psychological disorders and their role in contexts of social isolation").

29/09/2020, "Comunicazione scientifica sanitaria, divulgazione e dinamiche di rete in relazione all'immaginario collettivo", Invited speaker at the Congress "Comunicare la Sanità nell'Era dei Social Media". **Istituto Nazionale Tumori (INT), Fondazione Pascale**, Napoli, Italy.

25/09/2019, "Microfisica della comunicazione sui social. Come si gestisce un intervento tematico integrato Facebook/Instagram", Invited speaker at the Congress "Comunicare la Sanità nell'Era dei Social Media". **Istituto Nazionale Tumori (INT), Fondazione Pascale**, Napoli, Italy.

25/09/2018, "La cassetta degli attrezzi: competenze, conoscenze tecniche, strumenti informatici". Invited speaker at the Congress "Comunicare la Sanità nell'Era dei Social Media", **Istituto Nazionale Tumori (INT), Fondazione Pascale**, Napoli, Italy.

3/05/2021, "Riflessioni conclusive sul welfare aziendale". Invited speaker at the Congress "Progetto: Welfare per Durare" (Project: Lifelong Welfare), **Sargomma SB**.

6.4 ORGANIZATION OF CONFERENCES

6.4.1 Activity as Program Committee Member

IUI 2024, 29th Annual ACM Conference on Intelligent User Interfaces, (18-21 September 2024, Greenville, South Carolina, USA).

CHITALY 2023, ACM SIGHCHI Italian Chapter International on Computer-Human Interaction - Crossing HCI and AI (20-22 September 2023, Turin, Italy) for the workshop *GENERAL23 (GENERAL: GENerative, Explainable and Reasonable Artificial Learning WorkShop 2023).* https://www.evilscript.eu/general/

RecSys 2023, The 17th ACM Recommender Systems Conference (18 - 22 September 2023, Singapore), for the workshop *BehavRec: International Workshop on Behavior Change and Persuasive Recommender Systems.* https://behavrec.wordpress.com/

6.4.2 Organization of international workshops

Creator and co-organizer of the international workshop. *Methodological Challenges, Risks and Ethical Implications in Game Research.* At CHIPLAY 2023, The Annual Symposium on Computer-Human Interaction in Play (10-13 October 2023, Stratford, Canada).

Co-organizer of the international workshop and Program Chair. *AcaDev: Workshop on Academic Game Development (AcadDev).* At FDG 2023, The 18th Foundations of Digital Games (11-14 April 2023, Lisbon, Portugal). https://gameresearch.leiden.edu/events/fdg23-workshop/

6.4.3 Organization of national workshops

Co-organizer of the national workshop. *Artificial Intelligence.* At the CMSS 2017, The 5th Complexity Management Summer School (29 August 2017, Montebelluna, Italy).

6.5 REVIEW ACTIVITIES AND AFFILIATIONS

6.5.1 Review activity for international journals

Applied Psychology Bulletin, Giunti Psychometrics; *Frontiers in Psychology,* Frontiers; *Applied Computing and Informatics,* Emerald Publishing; *Mobile Information System,* Hindawi.

6.5.2 Review activity for international conferences

CHI 2024 (Conference on Human Factors in Computing Systems)**; IUI 2024** (ACM Conference on Intelligent User Interfaces); **HICSS 2023** (The Hawaii International Conference on System Sciences); **IVA' 2023** (ACM International Conference on Intelligent Virtual Agents); **CHI PLAY 2023** (The Annual Symposium on Computer-Human Interaction in Play); **CHI 2023** (Conference on Human Factors in Computing Systems); **FDG 2023** (International Conference on the Foundations of Digital Games); **GamiFIN 2021** (Conference on International Gamification); **CHI 2020; GamiFIN 2020; PSYCHOBIT2020** (Symposium on Psychology-Based Technologies).

6.5.3 Affiliation

Member of **FOWOP (Future of Work and Organizational Psychology)**, a collective of academics and practitioners in the field of work psychology who are actively contributing to a future of academic WOP that is sustainable, relevant to society, and protects and promotes the integrity and dignity of individuals. https://www.futureofwop.com/

Member of **SIGCHI (Special Interest Group on Computer-Human Interaction, ACM),** the leading international community of students and professionals interested in research, education, and practical applications of Human–Computer Interaction. https://sigchi.org/

Member of **AIP (Associazione Italiana di Psicologia, Italian Psychology Association),** from 1992 is the national reference point for psychologists who work in the universities and research institutions. https://aipass.org/

Member of **AISC (Associazione Italiana di Scienze Cognitive, Italian Cognitive Science Association),** aims at promoting research and empirical approaches within the purview of cognitive sciences in Italy. Cognitive sciences entail an interdisciplinary approach to the study of behavior and the mind. https://www.associazione-scienze-cognitive.it/

7. AWARDS

Award for the **best scientific contribution** presented at the AIP Conference, Work and Organizational Psychology section. Title of the presentation: "Playing as the world falls apart: the role of commercial video games during the Covid-19 pandemic".

Degree award for the **best dissertation** in Clinical and Community Psychology (master's degree),

academic year 2012 – 2013, University of Torino. Title of the thesis: "Trasferimento di Tecnologie: natura, aspetti organizzazionali e discussione di un caso".

8. TEACHING ACTIVITY

8.1 TEACHING ACTIVITY ABROAD

13/02/2023-13/04/2023. Lecturer in the course: **"DZCRO (2022-3) Design for games & play III: playful interactions"**, Technical University of Eindhoven, The Netherlands. Course coordinator: Prof. Max V. Birk. 40 hours.

8.2 CO-SUPERVISION OF FINAL DISSERTATIONS

I have co-supervised with the professor Maurizio Tirassa and the professor Daniela Acquadro Maran the final dissertations of 2 bachelor and 11 master students in Psychology, for the courses of "Psychology of Work and Wellbeing in Organizations", "Cognitive Science" and "Clinical Psychology: Health and Intervention in the Community" of the University of Turin (updated to 2023 Session).

9. FOREIGN LANGUAGES

English: Level C1

Spanish: Level B1

French: Level B1

10. RESEARCH PRODUCTS

I have published 23 articles in scientific journals and conference proceedings, contributed to 3 book chapters, and written 6 abstracts presented at conferences.

PAPERS IN INTERNATIONAL JOURNALS (PEER REVIEWED).

Boldi, A., Silacci, A., Boldi, M-O., Cherubini, M., Caon, M., Zufferey, N., Huguenin, K., and Rapp, A. (2023). Exploring the Impact of Commercial Wearable Activity Trackers on Body Awareness and Body Representations: A Mixed-Methods Study on Self-tracking. *Computers in Human Behavior.* https://doi.org/10.1016/j.chb.2023.108036

Rapp. A., **Boldi, A.,** Curti, L., Perrucci, A., Simeoni, R. (2023, early access). How Do People Ascribe Humanness to Chatbots? An Analysis of Real-World Human-Agent Interactions and a Theoretical Model of Humanness, *International Journal of Human–Computer Interaction.* https://doi.org/10.1080/10447318.2023.2247596

Rapp, A., **and Boldi, A.** (2023). Exploring the Lived Experience of Behavior Change Technologies: Towards an Existential Model of Behavior Change for HCI. *ACM Transaction in Human-Computer Interaction* (TOCHI), 30, 6, Article 81 (September 2023), 50 pages. http://dx.doi.org/10.1145/3603497

Boldi, A., and Rapp, A. (2023, early access). "Is It Legit, To You?". An Exploration of Players' Perceptions of Cheating in a Multiplayer Video Game: Making Sense of Uncertainty. *International Journal of Human–Computer Interaction*, 1-21. https://doi.org/10.1080/10447318.2023.2204276

Boldi, A., Rapp. A. (2023). Making sense of the pandemic: Multiple functions of commercial video games during one year and a half of COVID-19 crisis. *International Journal of Human-Computer Studies*, Volume 180, 103141. https://doi.org/10.1016/j.ijhcs.2023.103141

Boldi, A., Rapp, A., & Tirassa, M. (2022, early access). Playing during a crisis: The impact of commercial video games on the reconfiguration of people's life during the COVID-19 pandemic. *Human–Computer Interaction,* 1-42. https://dx.doi.org/10.1080/07370024.2022.2050725

Boldi, A., & Rapp, A. (2022). Commercial video games as a resource for mental health: A systematic literature review. *Behaviour & Information Technology*, 41(12), 2654-2690.

https://doi.org/10.1080/0144929X.2021.1943524

Rapp, A., Curti, L., & **Boldi, A.** (2021). The human side of human-chatbot interaction: A systematic literature review of ten years of research on text-based chatbots. *International Journal of Human-Computer Studies, 151*, 102630. https://doi.org/10.1016/j.ijhcs.2021.102630

Ronsivalle, G. B., **Boldi, A.**, Gusella, V., Inama, C., Carta, S. (2018). How to Implement Educational Robotics' Programs in Italian Schools: A Brief Guideline According to an Instructional Design Point of View. *Technology, Knowledge and Learning, 24,* 227-245. https://doi.org/10.1007/s10758-018-9389-5

Ronsivalle, G. B., **Boldi, A.**, Marrocchio, E. (2018). A Mobile App for Specific Learning Disorders: teachers and parents as catalyst of the diagnostic process. *Canadian International Journal of Social Science and Education, 14.* ISNN 2356-847X

Ronsivalle, G. B., & **Boldi, A.** (2018). What is the fate of trade unions in italy? Results of a training course addressed to the executive board. *PEOPLE: International Journal of Social Sciences, 4*(2), 1475-1496. https://dx.doi.org/10.20319/pijss.2018.42.14751496

PUBLICATIONS IN INTERNATIONAL CONFERENCE PROCEEDINGS (PEER REVIEWED).

Boldi, A., Cho, S., Kou, Y., Rapp, A., & Birk, M. V. (2023, October). Methodological Challenges, Risks, and Ethical Implications in Game Research. In *Companion Proceedings of the Annual Symposium on Computer-Human Interaction in Play* (pp. 350-351). https://doi.org/10.1145/3573382.3616026

Rapp, A., **Boldi, A.,** Curti, L., Perrucci, A., Simeoni, R. (2023). Collaborating with a Text-Based Chatbot: An Exploration of Real-World Collaboration Strategies Enacted during Human-Chatbot Interactions. Full paper. In *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems (CHI '23)*. Association for Computing Machinery, New York, NY, USA, Article 115, 1–17 (FULL PAPER). https://doi.org/10.1145/3544548.3580995

Boldi, A. (2022). About the Blurring of Work and Play: Organizational Dynamics Emerging in a First-Person Shooter Videogame. In *Companion Publication of the 2022 Conference on Computer Supported Cooperative Work and Social Computing* (pp. 237-240). https://doi.org/10.1145/3500868.3561398

Boldi, A. (2022). "Come on, Guys, Let's Stick Together!": Organizational Dynamics Emerging among Players in a First-Person Shooter Video Game. In *Extended Abstracts of the 2022 Annual Symposium on Computer-Human Interaction in Play* (pp. 374-377). https://doi.org/10.1145/3505270.3558366

Boldi, A., Rapp, A., & Tirassa, M. (2022). Professionals, Streamers and Amateur Players: An Ethnography for Exploring Organizational Behaviours in Different Work-Play Conditions. In *Proceedings of the International Psychological Applications Conference and Trends(InPACT2022)*. https://doi.org/10.36315/2022inpact093

Rapp, A., Cena, F., Mattutino, C., Schifanella, C., Mauro, N., Ardissono, L., Boella, G., Brighenti, S., Castaldo, R., Keller, R., **Boldi, A.,** Tirassa, M. (2020). How can we engage people to map places suitable for the autistic population? A crowdsourced approach. *Psychobit: Second Symposium on Psychology-Based Technologies. CEUR Workshop Proceedings*, vol. 2730, 6 pages. ISSN: 1613-0073.

Ronsivalle, G. B., & **Boldi, A**. (2018). Defining the "data scientist" professional profile in a training organization: the contribution of artificial intelligence. In *Proceedings of the 12th International Technology, Education and Development Conference (INTED2018)*, pp. 7768-7776. https://doi.org/10.21125/inted.2018.1855. ISBN: 978-84-697-9480-7

Ronsivalle, G. B., **Boldi, A.** (2018). The third way: a technological, empirical and cultural approach to create and evaluate competency models in organizations. In *Proceedings of the 10th International Conference on Education and New Learning Technologies (EDULEARN18)*. IATED. https://doi.org/10.21125/edulearn.2018.2134

Boldi, A., Ciuffa, E., Pavone, L., Romani, B., & Ronsivalle, G. B. (2017). "Smart pictures" of italian banks' human capital: a software tool for mapping competences and planning training courses. In *Proceedings of the 9th International Conference on Education and New Learning Technologies (EDULEARN17)*, pp. 4376-4384. IATED. ISBN: 978-84-697-3777-4

Ronsivalle, G. B., **Boldi, A.**, Bazzi, C. (2017). Educational technologies for specific learning disorders (sld) in primary school: a lecture of coding designed with a compensating writing software. In

Proceedings of the 10th annual International Conference of Education, Research and Innovation (ICERI2017), pp. 6930-6938. https://doi.org/10.21125/iceri.2017.1821. ISBN: 978-84-697-6957-7

Ronsivalle, G. B., **Boldi, A.**, Giunta, E. (2017). Improving the training process: a course to help educators leading effectively coding activities. In *Proceedings of the 10th annual International Conference of Education, Research and Innovation (ICERI2017),* pp. 6939-6959. https://doi.org/10.21125/iceri.2017.1823. ISBN: 978-84-697-6957-7

Ronsivalle, G. B., & **Boldi, A**. (2017). A Model to Select Train and Assess "Data Scientist" Professional Profile in Banks: Artificial Neural Networks and Information Technology Applied to the Human Resource Department. In *Proceedings of the 6th International Academic Conference Social Sciences, Multidisciplinary, Econmics, Business and Finance Studies (MIRDEC-6th),* pp. 155-168. ISBN:978-605-82290-5-1

ABSTRACTS IN NATIONAL AND INTERNATIONAL CONFERENCE PROCEEDINGS (PEER REVIEWED).

Bianco Prevot, **A., Boldi**, A., Brizio, A., Acquadro Maran, D., Repetto, M. (2023). Escape To Learn: efficacia delle escape room digitali sull'educazione ambientale. Il ruolo delle differenze di genere. XIV National Congress S.I.P.C.O "Immaginare comunità eque, promuovere cambiamenti sostenibili", 21-23 September, Aosta, Italy.

Boldi, A., Rapp, A., & Tirassa, M. (2022). Playing as the world falls apart: the role of commercial video-games during the COVID-19 Pandemic. *Book of Abstract, 30° Congresso dell'Associazione Italiana di Psicologia (AIP),* a cura di F. Gambarota, M. Grassi, & S. Salcuni. Padova University Press.

Boldi, A., Rapp, A. (2022). Professional, streamers and amateur players: a virtual ethnography for exploring organizational behaviours in different work-play conditions. The 20th European Association of Work and Organizational Psychology (EAWOP) Congress.
http://eawop.org/ckeditor_assets/attachments/1678/eawop_legacy_1.pdf?1650532808

Boldi, A., Rapp, A. (2022). "Proto-organizations" in human-AI teams: exploring organizational abilities in a collaborative-competitive video game. The 20th European Association of Work and Organizational Psychology (EAWOP) Congress.
http://eawop.org/ckeditor_assets/attachments/1678/eawop_legacy_1.pdf?1650532808

Boldi, A., Rapp, A. (2021). Organizational behaviours in online virtual gaming environments: a digital ethnography. The 17th Annual Conference of the Italian Association for Cognitive Sciences (AISC 2021), 13-15 Dicembre 2021, Noto, Italy.

Ronsivalle, G. B., & **Boldi, A.** (2018) A "Six Times Six" model: 36 indexes to evaluate a Company's intelligence in decision-making. In *Proceedings of the 5th International Conference on Management and Organization*. ISBN 978-961-92878-9-7.

Place and date
Torino, 06/11/2023

Signature